From the **RICHARD DONNER** Production

THE GOONIES™

Based on the Story by **STEVEN SPIELBERG**

STRATEGY

The Goonies' goal is to find One-Eyed Willy's Pirate Ship. You must cooperate with Mikey, Brand, Mouth, Data, Stef, Andy, and Chunk to find the treasure and save your families' homes from foreclosures.
The members of the evil Fratelli gang will try to keep you from reaching the Pirate Ship. Stay out of their way! There are plenty of other perils as you search through the underground chambers: hissing steam, deadly bats, poisonous slime, demonic flying skulls, and a giant octopus add to the challenge.
Your objective in each screen is to make the two Goonies work together to solve the puzzle and find the exit. You'll walk, run, jump, climb, and bounce on trampolines. Don't fall into the water or lava pits!
It's impossible to get through any screen without creatively using both the characters featured in that screen. Teamwork is the key to success.

REQUIREMENTS-COMMODORE 64™

- Commodore 64 computer
- Compatible disk drive
- TV or video monitor
- Joystick (1 or 2)

GETTING STARTED

1. Turn off computer, remove all cartridges, and connect a joystick to Port 1 (for two players, connect second joystick to Port 2).
2. Turn on power to TV or monitor and disk drive.
3. Insert THE GOONIES™ disk into drive and close the door.
4. Turn on computer. When READY appears on the screen, type LOAD"*",8,1 and press RETURN. The program loads and runs. Leave disk in the drive during play.

Start game by pressing f7 or the joystick button.
Exit game and return to title page by pressing f1.
Restart game to level 1 by pressing f7.
Two Players From title screen, press f3.

REQUIREMENTS-ATARI® SYSTEMS

- Atari Home Computer (48K)
- Compatible disk drive
- TV or video monitor
- Joystick (1 or 2)

GETTING STARTED

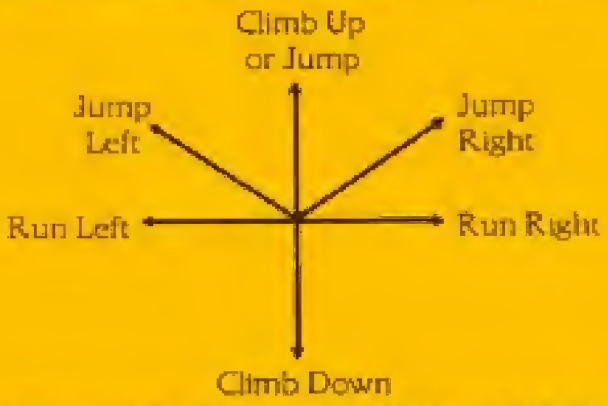
1. Turn off computer, remove all cartridges, and connect a joystick (for two players, connect a second joystick).
2. Turn on power to TV or monitor and disk drive 1.
3. Turn on computer. Insert THE GOONIES disk into drive 1 and close the door.

COMMODORE 64/128 & ATARI

4. The game loads and runs. Leave disk in the drive during play.
Start game by pressing START or the joystick button.
Exit game and return to title page by pressing SYSTEM RESET.
Restart game to level 1 by pressing START.
Two Players From title screen, press the OPTION key.

GAME CONTROLS AND INDICATORS

Left-Hand Joystick Mode Before starting game, press L. Rotate the joystick one quarter turn clockwise. An L appears in the upper right corner of the screen to indicate you're in left-hand mode. To return to right-hand mode, press L and rotate the joystick one quarter turn counterclockwise.
Joystick Control Move the joystick in the directions below to control the Goonies.



Switch control from one Goonie to another by pressing the joystick fire button.
Pause game by pressing the SPACE BAR. Press the SPACE BAR or the joystick button to resume play.
Background Music is turned off and on by pressing S.
Information at the top of the screen shows your score, the high score, and the number of Goonies in reserve (you start the game with 5).

SCORING

Exit Screen 1,000 points
Bonus Points 5,000 for each Goonie in reserve when you complete the game.
Points are also awarded for actions that solve problems in various screens.

HINTS

- Both Goonies must get through each screen in order to progress to the next one.
- You earn three extra Goonies when you complete the Cannonball Chamber screen.
- Don't forget to press the joystick fire button to switch characters!
- See the Hint Sheet (included in this package) for more detailed help.

CREDITS

Game Programming by Scott Spanburg
Computer Graphics by Kelly Day
Game Design by Scott Spanburg, Kelly Day, John Ludin, Roy Langston, and Terry Shakespeare
Documentation by Kathi B. Tremblay

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COMMODORE 64/128 & ATARI

THE GOONIES™

CASSETTE INSTRUCTIONS FOR COMMODORE 64/128 & ATARI

LOADING-C64/128

1. Connect a joystick to Port 1. For 2 players connect a second joystick to Port 2.
2. Press SHIFT and RUN/STOP keys together then press PLAY on cassette recorder.
3. Leave the PLAY button depressed on the cassette recorder during play.
4. Note the number on the tape counter when the "Copyright and Legals" screen appears. Also note the counter number at the title screen. You will be prompted to rewind the cassette to one of these points at certain times in the game.
5. Important - it is always better to be a few slightly before the appropriate point than after it.

N.B. Each of the eight screens is loaded separately from the tape so please be careful to locate the points on the tape accurately.

CASSETTE LOADING (ATARI 48K)

1. Turn off computer and remove all cartridges. connect a joystick to Port 1. For 2 players connect a second joystick to Port 2.
2. Hold down START key (and OPTION on XL and XE models) and turn on computer. When the computer buzzes press RETURN. Press PLAY on the cassette player. The program will load.
3. To begin play press START key.
4. Each time you see the prompt, please position tape for scene, note the scene number and the number on your tape counter. This makes it easier when you are prompted to rewind the tape at certain points.

N.B. Please be accurate in your tape positioning. It is always better to be slightly before the reading on your tape than after it. Each screen is loaded separately so be careful to position your tape accurately.

STRATEGY

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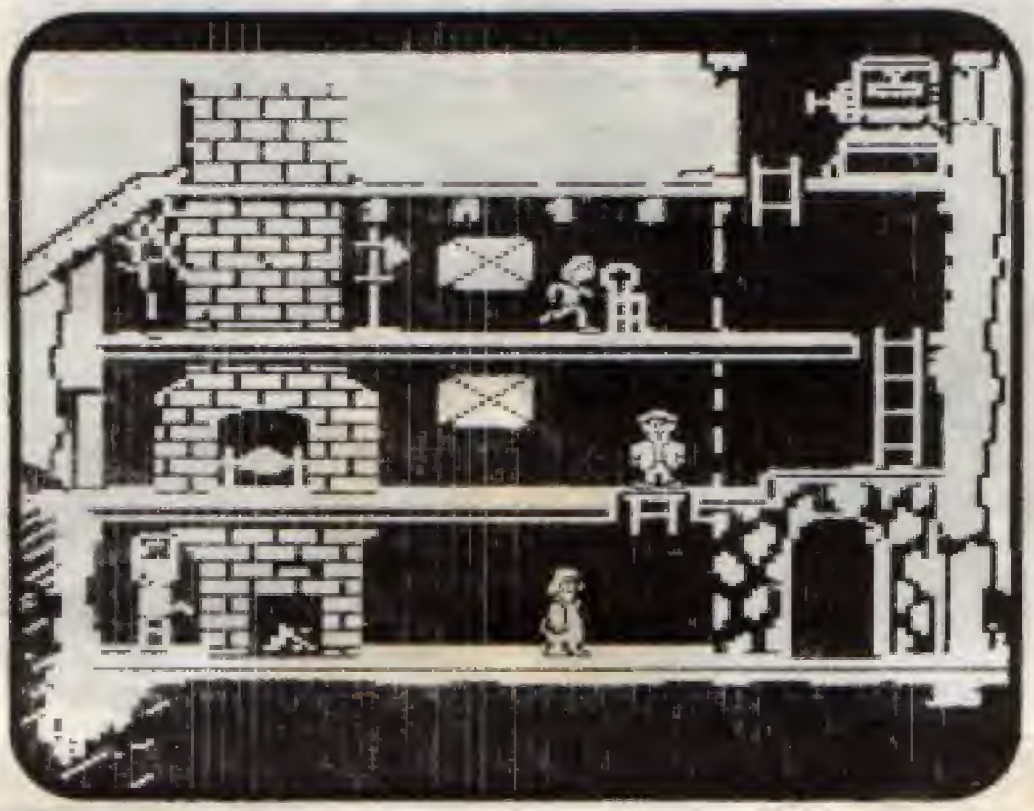
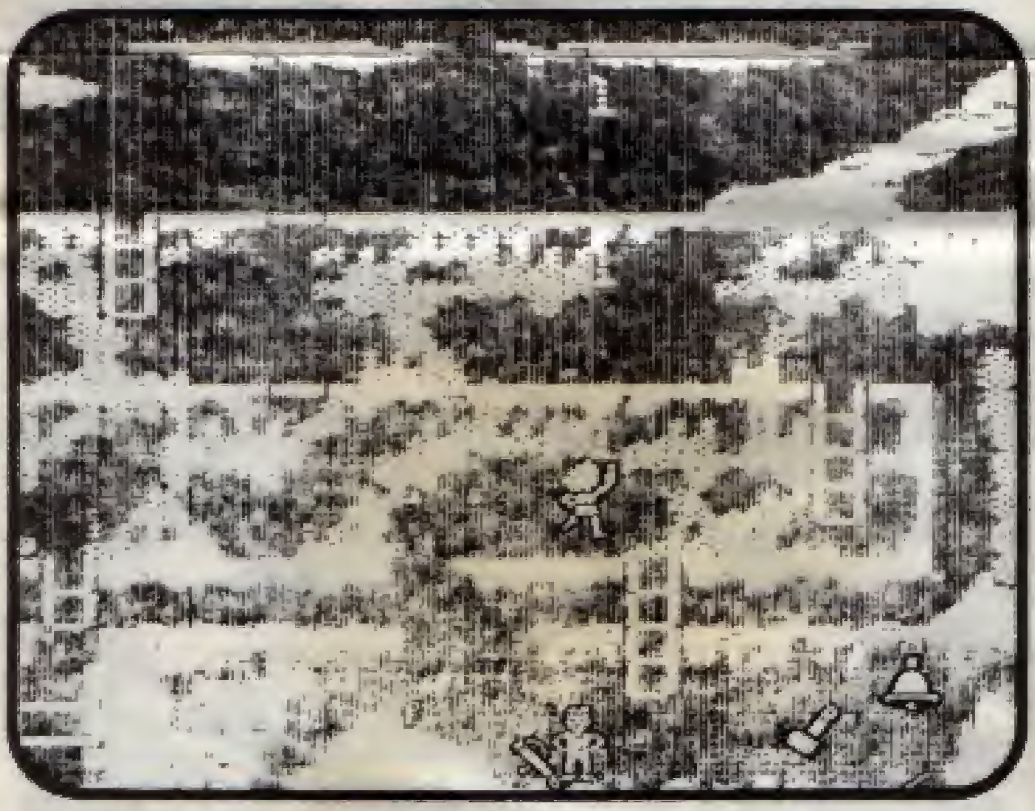
THE GOONIES HINT SHEET



Mama Fratelli is greedy and mean,
Money will get her off the scene;
Quench the embers; run, run, run;
And you'll find your task is done.

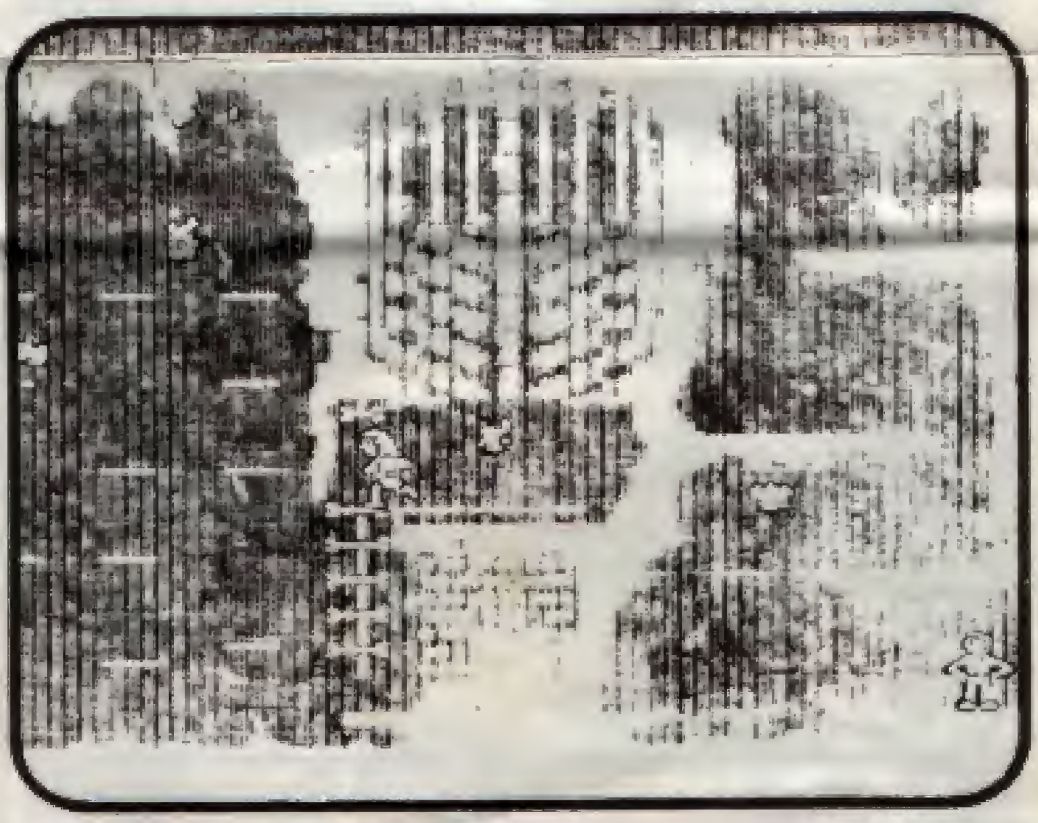
Rocks that crush, pots that pour,
Bats that fly, you can't ignore.

Duck the bullets, dodge the steam,
Burst the pipe, and leave the scene.

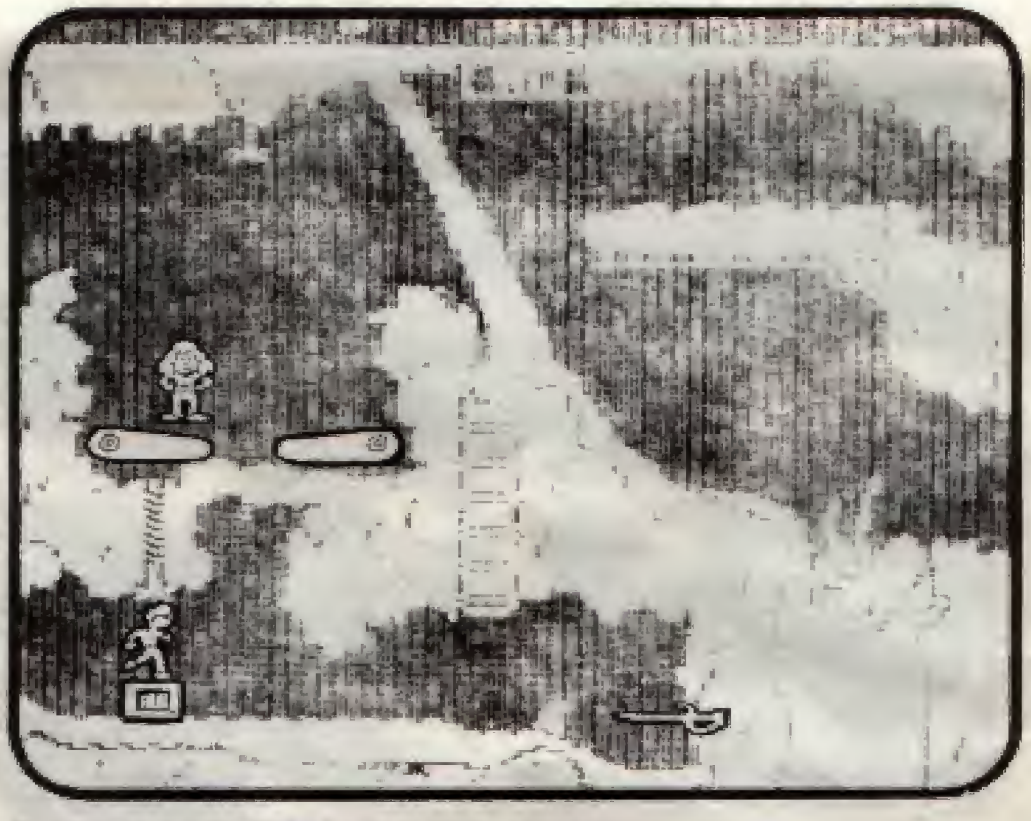


Back and forth the Goonies race;
A cannonball will set the pace;
Clear the tunnel — knock out slats;
Get out quickly; watch for bats.

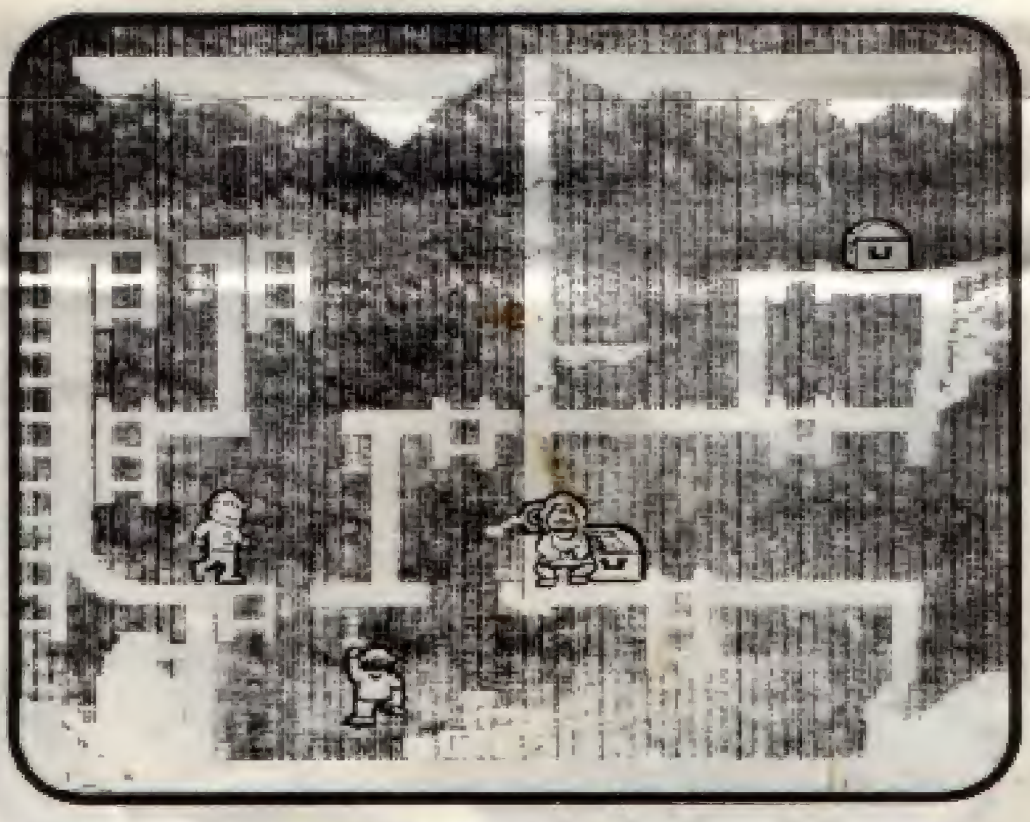
Build a ladder, build it high,
Before the rungs turn red and fly!



Deadly slime plays music sweet,
Floors appear beneath your feet.



Eight arms guard the pathway out;
"Flush" him down the water spout.



Pirate's treasure, jewels and gold;
Mama wants all she can hold;
Sloth can make her leave her post:
Offer what she likes the most.